

INSTRUCTION BOOKLET

LOONEY TUNES™

DUCK DODGERS™

STARRING: DAFFY DUCK™



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LOONEY TUNES™

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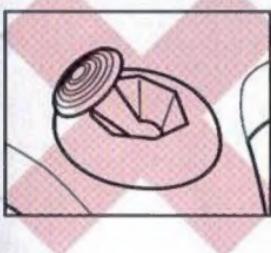
THE NINTENDO 64® CONTROLLER

Control Stick Function□

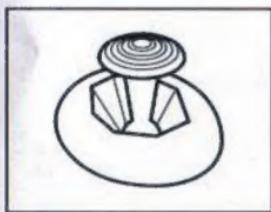
The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.□

□

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown □ in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Holding the Nintendo 64 Controller



While playing Duck Dodgers, we recommend you use the hand positions shown at left. By holding the Controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the Controller and your right index finger to operate the R Button on the top.

STORY

Marvin The Martian® had concocted the Ultimate Plan to destroy the Earth, and built the Ultimate Weapon! But there was one small problem: Ultimate Weapons require a lot of energy, and Marvin didn't have enough power to fire his new gizmo. In a stroke of genius, Marvin decided to send his minions out to the nearby planets to collect the energy atoms his device needed. They had a difficult task in front of them, but once they were finished, nothing would be able to stop Marvin from carrying out his evil plan. Marvin **must** be stopped!

It is up to you, Duck Dodgers®, savior of the Universe (and master klutz), to stop this martian mastermind. You must beat Marvin's minions and collect all of the energy atoms before they gather enough of them to power up the Ultimate Weapon! Can you do it, Duck Dodgers? Can you save the Earth? We're counting on you!



GETTING STARTED

Starting out is pretty easy:

- Insert the Duck Dodgers Game Pak into your Nintendo® 64 system.
- Plug in your controller into the left-hand socket on the N64®.
- If you have a Rumble Pak you can plug that into the controller too.
- Turn the **POWER** switch on and follow the on-screen instructions!

When the game starts, you will see the title screen. Press **START** to move on to the language selection screen. Choose your language with **↑** and **↓** on the **Control Stick** and press the **A Button** to confirm your selection.

You will move to the Select a File Screen, where you will have three options:



- Load and continue a saved game.
- Start a new game (if you have an empty slot).
- Move to the game file options screen (where you can erase an old file and do other things; see page 6 for more details.)

SELECTING A SAVED GAME

You can have up to four saved games at any one time (we'll go into saving games in the "Pause, Quit, Save" section on page 10). Use Control Stick **←** and **→** to move through the list of saved games, and press the **A Button** to confirm your choice.

START A NEW GAME

Use Control Stick **←** and **→** to move through the list of games until you come to one marked **NEW** and press the **A Button** to confirm your choice.

GAME OPTIONS

When you select **Game Options** by pressing **START**, you'll move to a new set of screens. Use Control Stick **←** and **→** to move between the screens. Press **START** again to return to move back to the game selection screens.

ERASE FILE

Push the Control Stick **↓** to highlight **YES** and press the **A Button**. You'll be asked "ARE YOU SURE?" If you are, highlight **YES** and press the **A Button** again. Once you've done that, the game is gone forever, so make sure you are deleting the game you want to get rid of and nothing else!

SETTINGS

You can change the following options:

 Camera Mode	Auto, Free, or Locked
 Status Display	Always, Sometimes
 Music Volume	Off, Quiet, Normal, or Loud
 Sound Effects	Off, Quiet, Normal, or Loud
 Sound Mode	Mono, Stereo, or Surround
 Language	English, French, Spanish

Push the Control Stick **↑** and **↓** to move between the options, and push the Control Stick **←** and **→** to toggle through your choices. Press **START** when you are finished.

ATOMS

This screen will show you how many atoms you've collected from each planet, a perfect way to check your progress. Again, press **START** to return to the game selection screen.

DAFFY'S COOL CONTROLS

Daffy Duck™ can do a lot of different things in Duck Dodgers. You'll control his actions through your skilled and clever use of the Control Stick and buttons. The first level of the game, "DESERT PLANET" is designed to give you the chance to practice using nearly all of the controls. As you might expect, Daffy Duck moves just like, well, Daffy Duck! He can walk, sneak around, jump, stomp and use lots of gizmos, like jetpacks, boxing gloves, ray guns...



NORMAL CONTROLS

- ✿ **PAUSE:** **START** pauses play and allows you to quit the game or access the settings menu (See page 10 for more on **Pause, Quit, Save**).
- ✿ **MOVE:** Use the **Control Stick** to move Daffy Duck around the levels.
- ✿ **SNEAK:** Hold down the **R Button** and move the **Control Stick** to have Daffy Duck sneak around the landscape. This is the perfect way to avoid annoying enemies.
- ✿ **JUMP:** Press the **A Button** to make Daffy jump, a very handy ability.
- ✿ **DOUBLE JUMP:** Pressing the **A Button** twice in a row will make Daffy jump even higher. You can use this technique to reach places that appear out of your reach!
- ✿ **PUSH:** Daffy Duck can push some objects simply by walking into them. If something is moveable, Daffy will be able to push it by moving against the object and then walking in the direction he wants to push it.
- ✿ **KICK:** The **B Button** will make Daffy Duck kick. Use this to get rid of your smaller enemies, like the miners.
- ✿ **STOMP:** Press the **A Button** and then the **B Button** to jump up and stomp on a target when you land! Use this to smash boxes, activate certain buttons and switches and to stomp some of your enemies into the ground!
- ✿ **SWIM:** When you are in the water, the **A Button** will make you jump out of the water and the **B Button** will cause you to dive under the water. While underwater, use the **A Button** to paddle and the **B Button** to swim.
- ✿ **GIZMOS:** Press the **Z Button** to use a Gizmo.

CAMERA

- ✿ **C◀ & C▶:** Rotate the camera view.
- ✿ **C▼:** Set the camera right behind Daffy Duck.
- ✿ **C▲:** Change the on-screen view to the Camera view. You can move the camera all around Daffy Duck, as well as up and down, with the **Control Stick**. When you are done looking, press **C▲** again to return to the on-screen view.

QUACK MODE

You won't be able to defeat all of your foes just by running, jumping, or sneaking by them. There will be times where you will need to blast your way through the opposition. You'll know when that time has come, because you'll have entered a **Quack Mode** level.

In **Quack Mode**, you'll be looking over the barrel of your Ray Gun. Your mission objectives are simply: blast all of your "egg-nemes" as you track down those elusive atoms. You must be extra careful, though, as your foes are still dangerous even after they've been cracked. Don't step in the puddle of egg yolks or you'll slip!

Most of your controls will work the same way in **Quack Mode** as they do in the rest of the game. There are a few notable changes:

- FIRE:** Shoot your foes by pressing the **Z Button**! You can also shoot boxes to blow them open and see what's hidden inside.
- MOVE:** Use the **Control Stick** to move forward and backwards and turn left and right.
- STRAFE LEFT:** Use **C ▲** to move to the left without having to turn.
- STRAFE RIGHT:** Use **C ▼** to move to the right without having to turn.



PAUSE, QUIT, SAVE

PAUSE: You can pause a game at any time by pressing **START**. Press **START** again to unpause and resume play. While you are paused, you can see how many Atoms are left in the area. To access the **Quit** and **Settings** menu, use **Control Stick** ← and →.

QUIT: Use **Control Stick** ↑ and ↓ to select **YES** or **NO** on the **QUIT GAME** menu. **YES** will quit the game; **NO** will continue play. If you do select **YES**, you will be asked to confirm your choice again before you actually quit the game.

SAVE: You can only save the game at certain points in the game. When you can save you will be prompted to push the **A Button** to save or the **B Button** if you'd like to continue without saving.



GAME SCREEN

As soon as you start playing Duck Dodgers, you'll notice that there is important-looking stuff on the screen. Most of the important stuff, like Daffy Duck's health and bonuses, only show up when something changes.



DAFFY'S HEALTH INDICATOR: Daffy has four levels of health. Each time you take damage, the picture of Daffy's head will change. When all four of the health points are gone, you'll use a 'try.' If you don't have any tries left, your game will end. The four stages of Daffy's health (from best to worst) are:



ATOMS: You'll find a maximum of 20 Atoms on each planet, for a total of 100 in the game. Atoms are the most important thing in the game (well, aside from Daffy Duck's health!) You'll find them scattered around the various levels of the planets. You'll need to collect a certain number of atoms to move on to the next planet, so keep your eyes peeled for them!

Some atoms are easily accessible, some are more difficult to get to, and still others will be hidden. You'll have to explore everywhere and everything if you want to find them all! Collect all 100 atoms to discover the real ending of Marvin's plan!



QUARKS: You can restore Daffy Duck's health by picking up Quarks. Each Quark will restore one point of health. If you are at full health when you pick up a Quark, you will collect it. If you collect 50 Quarks, you'll get an extra try.



TRIES: You start the game with five tries and you can collect up to nine tries total. If you lose all of your tries, you'll have to restart the game from your last save.



GIZMOS: A gizmo is something that helps Daffy Duck get through an area. A gizmo can be a jetpack (to fly over or around an obstacle), a key (to unlock a door), a boxing glove (to punch out a tough opponent), or some other thing. To use a Gizmo, press the Z Button.



DAFFY'S SPACE SHIP



You can have Daffy Duck return to his landed spaceship and talk with his partner, Porky Pig™. Once inside, you can also:

- View the last landing by using the TV screen.
- Go to a planet you've already visited by using the map of the universe. Use Control Stick ← and → to select a planet and then press the A Button to go to a selected planet.
- See how many atoms you've collected on each planet by looking at the universe map.

SOME TIPS & HINTS

- Kicks only affect your smaller opponents.
- You can get rid of little opponents by stomping on them.
- You can avoid some enemies by sneaking past them.
- Break open everything you can; you never know what you will find inside.
- Your big enemies are invulnerable to your normal attacks. But if you jump just before they catch you, you'll confuse them just long enough to make good your escape.

THE PLANETS

THE DESERT



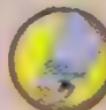
The desert planet is a small mining planet on the outskirts of the galaxy run by Hassan (a veteran of many Looney Tunes cartoons). It is inhabited by the miners, small creatures who, while generally non-aggressive, are terrible pranksters.



THE CITY



A throwback to 1930's America, this planet is full of mobsters who want to wipe you out. You'll need to make your way through these mean streets to find the atoms before the mobsters can claim them for Marvin's machine.



There are more planets that you'll need to discover and explore to defeat Marvin's nefarious plan. Remember, we're counting on **you** to save the Earth!



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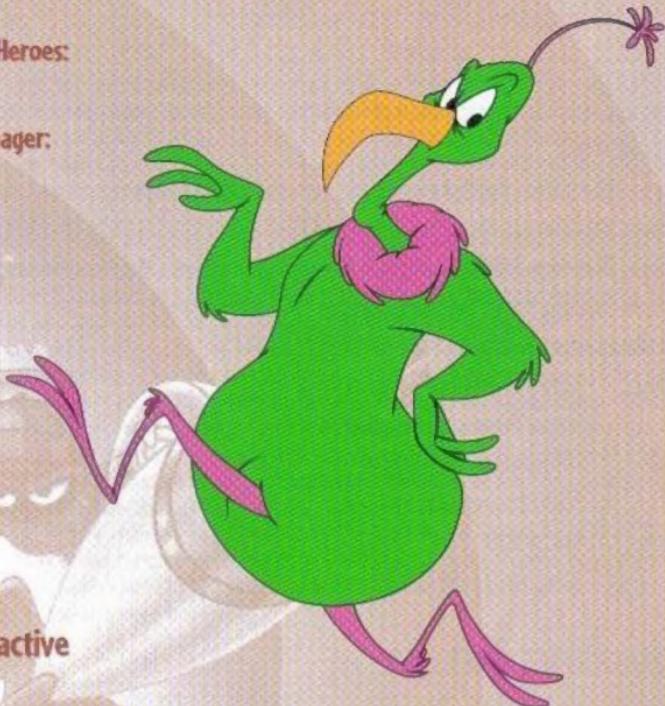
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2. Notify Infogrames North America Customer Service of the problem by calling (408) 296-8400 between the hours of 8 am and 5 pm (Pacific Time) Monday through Friday. Please do not send your Game Pak to Infogrames North America before calling. Infogrames North America can also be reached 24 hours a day by FAX at (408) 246-0231 or by email at help@infogrames.net. Check us out on the World Wide Web at <http://www.infogrames.net>.
3. If a Customer Service Technician is unable to solve this problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your Game Pak (be sure your packaging is at least 4" x 6", as many shipping companies will not ship anything smaller.) Send the Game Pak and your sales slip or similar proof-of-purchase within the 90-day warranty period to: Customer Server, Infogrames North America, Inc., 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129.

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